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The Mud Faq

TMC is proud to be able to take over maintenance and upkeep of the MUD FAQ, created and maintained by Jennifer Smith since 1990. The MUD FAQ is a general-purpose document designed to introduce the prospective mudder to various aspects of mudding. The FAQ is broken down into 4 main sections:

Part 1: MUDs and MUDDing contains general information about muds and mudding, connecting to muds, mud etiquette, and some commonly used terms found within muds.

Part 2: MUD Clients and Servers contains general information about mud clients and mud servers and provides links and descriptions of various types of clients and servers that are available.

Part 3: RWHO and mudwho contains basic information about RWHO and mudwho, utilities for getting information about who is logged into a mud at a given time.

Part 4: Servers at a glance contains a more detailed breakdown of the various mud server types that are available. This section is limited right now but will grow with time.

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MUD = Multi-user
dungeon

FREQUENTLY ASKED QUESTIONS: Basic Information about MUDs and MUDDing

This is part 1 in a 4 part series of FAQs.

Disclaimer: This document may be seen to be biased towards TinyMUDs. This is because the original author of this document mainly plays those types of servers, not because she thinks they are inherently better or worse than other types of servers. However, this document is meant to be generalized and useful for all MUDDom, and so corrections and contributions are always welcome. The new maintainers will be gradually modifying the FAQ to be geared towards all of the various server types.

Welcome to the world of MUDDing!

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General Information

1.1. What is a MUD?

A *MUD* (Multiple User Dimension, Multiple User Dungeon, or Multiple User Dialogue) is a computer program which users can log into and explore. Each user takes control of a computerized persona/avatar/incarnation/character. You can walk around, chat with other characters, explore dangerous monster-infested areas, solve puzzles, and even create your very own rooms, descriptions and items. You can also get lost or confused if you jump right in, so be sure to read this document before starting.

For a nice anecdote about the origin of the name, I quote Richard Bartle, co-author of the first MUD:

[...] I am WELL aware what "MUD" stands for, and maybe once every 2 months have to tell someone. The "D" does stand for "Dungeon", but not because the original MUD (which I co-wrote) had a dungeon in it; rather it was because there was a hacked-up version of Zork doing the rounds at the time, which bore the name "Dungeon". We thought that this program would act as the archetype for single-player adventure games, so we called our game "Multi-User Dungeon" in an effort to convey some feeling of what the program did. As it happened, the genre was promptly called "Adventure games" after the Colossal Caves game "Adventure", so we were wrong in that respect. By then, though, we had our acronym.

Going by this definition, multi-user Quake certainly qualified as a full-fledged MUD, as you can wander around and affect your environment, and can communicate with other players. In the interests of sanity, however, this FAQ will only cover the more traditional primarily text-based MUDs.

1.2. What different kinds of MUDs are there?

You'll notice the disclaimer on this FAQ mentions *TinyMUD*. That's one common type of MUD, but there are many different types of MUDs out there. The *Tiny-* and *Teeny-* family of MUDs are usually more *social* in orientation; the players on those MUDs tend to gather, chat, meet friends, make jokes, and discuss all kinds of things.

The *LP-* family of MUDs, including *Diku* and *AberMUD*, are usually based on roleplaying adventure games; the players on those MUDs tend to run around in groups or alone killing monsters, solving puzzles, and gaining experience in the quest to become a wizard.

There are still other types of MUDs, such as *MOOs*, *UnterMUDs*; and so forth. Each type has its own unique style, and players are rarely forced to stick to one type of playing - there's no rule that says an *LPMUD* must be a combat-oriented MUD, or that a *TinyMUSH* must not be a combat-oriented MUD. We suggest that you experiment around with several different types of MUDs to see what you find is the most interesting. If there's one thing MUDdom has, it's variety.

You may wish to check out the LPMud FAQ, posted to the *rec.games.mud.lp* newsgroup periodically by George Reese.

1.3. Where are MUDs located?

There are many services available which provide up-to-date lists of currently-running muds. A list of some of these sites is available at

http://www.mudconnect.com/resources/Mud_Resources/Mud_Lists.html.

- <http://www.mudconnect.com/> - provides a frequently updated list of text-based muds (1400+ at the moment) as well as site and mud player/staff reviews, several search engines including a categorical search (to search on 'Pern-based' muds, for example), active discussions boards, mud resources, and a players' directory.
- <http://mudlist.eorbit.net/> - large (3000+ muds at the moment) list of text based muds, updated automatically every week. The site includes lists of web pages which refer to each mud, and extensive text based search capabilities.

MUDs are run on many fine computers across the world. To play, all you have to do is *telnet* to the MUD's Internet Protocol Port, and you're in business. Some MUDs have a policy called registration to

several
types
of
MUDs

registration

cut down on abuse of privileges; you might have to send mail to the administrator of the MUD in order to obtain a character. It's important to note that MUDs are *not* a right, and your access is granted out of trust. People usually have to pay to use processing time on the large, expensive computers which MUDs often run on, and you're being given a special deal. Which brings us to another point: MUDs can't really be run on anything less than a largish workstation (currently), so they're usually on academic or corporate workhorse machines.

1.4. I paid money for my account! MUDDing is a right, isn't it?

Don't believe that for a second. When you paid money to your school's computer department for an account, you entered into a contract with that department. Most schools have a well written Computer Policy document, that will detail exactly what you have rights to. Most schools classify MUD as a game, and games as non-essentials. Therefore, if your school decides to shut off all games, or disallow you to telnet out to play muds, you're stuck. Don't try to get around it; they'll find you. Instead, try to talk to the Powers That Be, and see why they did what they did. They may have very good reasons for it (such as limited resource that really need to be dedicated to schoolwork).

1.5. How do I connect to a MUD?

There are several ways to hook yourself up to a MUD's Internet port. First, you can use `telnet` once you find out the MUD's network address and port number. If, for instance, we knew that ChupsMUD was at the network address `pickle.cs.umsst.edu` at port 4201, we could type:

(on most systems, including UNIX)

`telnet pickle.cs.umsst.edu 4201`

(or, on some VMS systems)

`telnet pickle.cs.umsst.edu/port=4201`

and we'd be ready for action. If we get back an error saying something like *host unknown*, we'd want to do the same thing, only using the machine's IP address, like this: `telnet 127.0.0.1 4201`.

Your second option is to scout out the many fine client programs which exist for the sole purpose of providing a friendly and useful front end to MUDs. (See `client`, below.)

Some things that can go wrong:

If you're using straight `telnet` on a VMS system, you might have to make sure that your terminal has *newlines* turned on. If it doesn't, the mud's output will get spewed across the screen in a most ugly fashion.

If you're using Win95's `telnet`, make sure that *local echo* is turned on in the options menu. Otherwise you won't be able to see what you type.

If you see just a `login:` prompt when you connect to the mud, then you're probably not connecting properly. You have succeeded in connecting to the mud's machine, but not to mud itself -- make sure you specify both the mud's hostname **and** port number.

1.6. What is a client program?

Telnet is a rather ugly way to connect to most muds, since it doesn't do any fancy text wrapping, and if

someone says something while you're typing out a line, it will make a mess out of your line, making it hard to see what you're typing and hard to keep track of what's going on in the mud. A client program is simply another program you use instead of telnet to connect to a mud. Clients also provide useful things such as macros and the ability to gag or highlight certain mud output. Clients are available for anonymous ftp from several sites. See the Frequently Asked Questions posting #2 for more information about clients.

client
pgms.

1.7. Now that I'm connected, what do I do?

Once you connect, find out what the deal is with respect to you getting a character. Some MUDs allow you to create your own, and others require you to send off for one via email. If you have to send off for one, send one e-mail request and cool your heels. MUDDing will be around forever, no need to rush it. But let's say you've now gotten a character, and you're connected up, and things are starting to get interesting. At this point, you should do what is probably least intuitive: type *help*, read the instructions and directions, and understand them. Then, type *news*, read the information, and understand it. Then (yes, we know, we know... it'll be fun, soon!) practice using the commands given to you until you think you've got a good enough grip to be able to start in on exploring, questing, socializing, or whatever else tunes your engine.

create
own
char.
or
send
off
one

1.8. Why not just dive in?

Some people are easily annoyed when other people clearly have no idea what they are doing, even if they were recently in that position themselves. It'll be much easier for you to cope without some fella saying things you don't understand to you and possibly killing you. *However*, many MUD players are helpful, and asking them, "excuse me, are you busy? I'm a brand new player, and I have a question," will often work just fine.

1.9. What password should I use for my MUD character?

You should pick a password just as you do for any computer account. Use a word, or better yet, a phrase or anagram, that isn't obvious. Don't, for instance, use the same name as your character, or your own first name, or your girl/boyfriend's name. And never never use the same password as the one on your computer account. Most MUDs prevent people from getting the passwords from within the mud, and most encrypt the password when it's stored in the database files. However, there is nothing preventing the MUD's owner from modifying the code to dump the passwords to a file, along with other information such as the host you connected from. Using this information, an evil MUD admin could probably figure out your login name and get into your account easily. It's also not a good idea to use the same password on different MUDs, since if your password gets out on one MUD, all your MUD characters have been compromised. This is *especially* important for MUD Wizards and Gods. Use the auto-login feature of your client, if it has one, and protect the file containing the login information against reading by others.

This story comes from Alec Muffett, author of *Crack* and maintainer of the alt.security FAQ.

aem@aberystwyth.ac.uk: The best story I have is of a student friend of mine (call him Bob) who spent his industrial year at a major computer manufacturing company. In his holidays, Bob would come back to college and play AberMUD on my system.

Part of Bob's job at the company involved systems management, and the company was very hot on security, so all the passwords were random strings of letters, with no sensible order. It was imperative that the passwords were secure (this involved writing the random

passwords down and locking them in big, heavy duty safes).

One day, on a whim, I fed the MUD persona file passwords into Crack as a dictionary (the passwords were stored plaintext) and then ran Crack on our systems password file. A few student accounts came up, but nothing special. I told the students concerned to change their passwords - that was the end of it.

Being the lazy guy I am, I forgot to remove the passwords from the Crack dictionary, and when I posted the next version to USENET, the words went too. It went to the comp.sources.misc moderator, came back over USENET, and eventually wound up at Bob's company. Round trip: ~10,000 miles.

Being a cool kinda student sysadmin dude, Bob ran the new version of Crack when it arrived. When it immediately churned out the root password on his machine, he damn near fainted...

The moral of this story is: never use the same password in two different places, and especially on untrusted systems (like MUDs).

1.10. What's the easiest way to annoy a veteran MUD user?

Demand something. Whine. Follow them around. Page or tell them over and over after they've asked you to stop. In combat MUDs, steal from corpses of things they just killed.

1.11. What's the easiest way to be a mean veteran MUD user?

Don't give help to the new players. Kill them, ignore them, shout "get a description" at them. These are the best ways to kill off MUDDing in general, actually.

1.12. What should I not do in terms of player interaction?

You shouldn't do anything that you wouldn't do in real life, even if the world is a fantasy world. The important thing to remember is that it's the fantasy world of possibly hundreds of people, and not just yours in particular. There's a human being on the other side of each and every wire! Always remember that you may meet these other people some day, and they may break your nose. People who treat others badly gradually build up bad reputations and eventually receive the NO FUN Stamp of Disapproval. The jury is still out on whether MUDDing is "just a game" or "an extension of real life with gamelike qualities," but either way, treat it with care.

1.13. Is MUDDing a game, or an extension of real life with gamelike qualities?

It's up to you. Some jaded cynics like to laugh at idealists who think it's partially for real, but we personally think they're not playing it right. Certainly the hack-'n-slash stuff is only a game, but the social aspects may well be less so.

1.14. What common commands are used on MUDs?

Commands

Most MUDS have a core of commands which players use to move around and interact with each other. For instance, there are commands for interacting with other players, like *say* (or sometimes *say*), and other commands like *look*, *go*, etc. In TinyMUD, there are commands like *home* (which always places you in

your home -- remember that), : (pose -- try it), etc., which allow you to do stuff inside the database. Commands prefixed by a @ (generally) allow you to change the database! Commands like @*describe*, @*create*, @*name*, @*dig* and @*link* allow you to expand the universe, change it, or even, perhaps, @*destroy* it, under certain conditions. In LPMUDs, none of those apply; in order to edit the universe, you have to attain Wizardhood or be the God of the MUD.

Whatever the case, these building commands are beyond the scope of this little sheet -- find the documentation for whatever MUD you're playing with and consume it avidly. Most MUDs have documentation on-line, although better documentation can be gotten via ftp from other sites. Ask around, or try looking on [ftp.tcp.com](ftp://ftp.tcp.com).

1.15. I know what's going on now! What's next?

Now is the time when you should be most careful. Within reason, don't be afraid to ask questions of other players.

1.16. Who should I ask for help?

Wizards (see the glossary section) are usually helpful; if you know a wizard to be a wizard, then you can usually ask them a question or two. Make sure they're not busy first. Also, players who have been logged on for a long time (which you can check using the *WHO* command) are often helpful, as they are usually the veterans who've seen it all before. In combat MUDs, asking relatively high level characters is usually the way to find things out.

1.17. What if I'm completely confused and am casting about for a rope in a vast, churning wilderness of chaos and utter incomprehension?

Ask a friend to help you. Don't post anything in any newsgroup. Just take it slow, one step at a time, smoothing over the things you don't understand by reading manuals (i.e. *man telnet*), asking local help, or trying to find people who use MUDs who are at your site.

1.18. What USENET newgroups are devoted to MUDs?

There are several USENET newsgroups associated with MUDs. The first (and least used) is alt.mud. When it got popular, the newsgroup rec.games.mud was then created, and when it got too noisy and chaotic, a few new groups were split off of the main one (rec.games.mud is no longer a real newsgroup - all of its volume went to rec.games.mud.misc). The current newsgroups are:

rec.games.mud.admin

Postings pertaining to the administrative side of MUDs.

rec.games.mud.announce

moderated group, where announcements of MUDs opening, closing, moving, partying, etc are posted.

rec.games.mud.diku

Postings pertaining to DikuMUDs.

rec.games.mud.lp

Postings pertaining to LPMUDs.

rec.games.mud.misc

Miscellaneous postings.

rec.games.mud.tiny

Postings pertaining to the Tiny* family of MUDs.

If you feel you must post something to USENET, please do it in the group where it best belongs - no posts about TinyMUSH in the Diku group, no questions about an LPMUD in the Tiny group, etc.

1.19. Are there any MUD URLs?

With the explosive growth of the WWW there are now many resources available to mudders, a few places to start are listed below.

Lydia Leong's MUD Resource Collection (<http://www.godlike.com/muds/>)

An excellent all-purpose mudding resource

Aragorn server (<http://aragorn.uio.no/>)

Another good mud resource site geared towards LPMuds

Imaginary Realities (<http://imaginaryrealities.imaginary.com/>)

The magazine of your mind. - Imaginary Realities is a magazine dedicated to muds and all things muddy. It clears the water with articles about all aspects of muds, from the players point of view and from the creators point of view.

If you know of any that you'd like to see included here, let me know.

1.20. How do I start my own MUD?

First, you need to pick a server. You'll have to figure out how to compile it, get it running, and you'll need to know how to *keep* it running, which usually involves some programming skills, generally in C, and a good deal of time. Of course, you also need to be well versed in the ways and commands of that particular MUD server, and you'll probably need help running the place from a few of your friends.

Don't forget that you'll have to have a machine to run it on, and the resources with which to run it. Most MUDs use anywhere from 5 to 90 megs of disk space, and memory usage can be anything from 1 to 35 megs. A good rule of thumb is to first ask around for specifics on that server; average muds need around 25 megs of disk space for everything, and about 10 megs of memory, although the exact numbers vary widely.

NOTE: If you don't *explicitly own* the machine you're thinking about right now, you had better get the permission of the machine owner before you bring up a MUD on his computer. MUDs are not extremely processing- consumptive, but they do use up some computing power. You wouldn't want people plugging in their appliances into the outlets of your home without your permission or knowledge, would you?

Glossary of MUD Terms

1.21. What was the first MUD?

MUD1, written by Richard Bartle and Roy Trubshaw, back in 1979-80, is generally accepted as the first MUD. *Sceptre* was developed independently about the same time as MUD1, and so has influenced some mud servers since then.

TinyMUD Original, the first of the Tiny- family of muds, was written in August 1989.

A good starting place for a chronology of MUDs is [Lauren Burka's MUDDex](http://www.apocalypse.org/pub/u/lpb/muddex/) (<http://www.apocalypse.org/pub/u/lpb/muddex/>).

LegendMUD also has a detailed 'History of Online Worlds' available at <http://www.legendmud.org/raph/gaming/mudtimeline.html>.

1.22. What is a bot?

A *bot* is a computer program which logs into a MUD and pretends to be a human being. Some of them, like Julia, are pretty clever -- legend has it that Julia's fooled people into believing that she's human. Others have less functionality. The most common bot program is the Maas-Neotek model.

1.23. What's a clueless newbie?

A *newbie* is someone who has only recently begun to participate in some kind of activity. When we're born, we're all life newbies until we get experience under our belts (or diapers, whatever). You're a clueless newbie until you've got the hang of MUDDing, basically.

1.24. What is a cyborg?

A *cyborg* is defined as 'part man, part machine.' In the MUD world, this means that your client is doing some of the work for you. For instance, you can set up many clients to automatically greet anyone entering the room. You can also set up clients to respond to certain phrases (or *triggers*). Of course, this can have disastrous consequences. If Player_A sets his client up to say hi every time Player_B says hi, and Player_B does likewise, their clients will frantically scream hi at each other over and over until they manage to escape. Needless to say, runaway automation is very heavily frowned upon by anyone who sees it. If you program your client to do anything special, first make sure that it cannot go berserk and overload the MUD.

1.25. What's a dino?

A *dino* is someone that has been around for a very long time (cf. *dinosaur*). These people tend to reminisce nostalgically about dead or nonexistent MUDs which were especially fun or interesting.

1.26. What is a flame?

Flaming is when someone shouts at another person in a vain attempt to convince them that whatever that other person said or believes in is unconditionally wrong or stupid. Avoid getting into flame wars, and if flamed, laugh it off or ask someone else what you did wrong.

1.27. What is a furry?

A *furry* is an anthropomorphic intelligent animal. If you've ever seen Zoo-bilee Zoo on The Learning Channel, you know what I mean. Furries are not unique to MUDDom - they originated in comics, and can usually be found at comic or animation conventions and the like. Generally, any MUD character which has fur and is cute is deemed a furry. Most furries hang out on FurryMUCC, naturally.

1.28. What is OOC/IC?

On many role-playing MUDs, you may see these terms quite often. They stand for Out-Of-Character and In-Character, respectively. They're used by players to note when they're really roleplaying, or not.

1.29. What is a log?

Certain client programs allow *logs* to be kept of the screen. A time-worn and somewhat unfriendly trick is to entice someone into having *TinySex* with you, log the proceedings, and post them to *rec.games.mud.** and have a good laugh at the other person's expense. Logs are useful for recording interesting or useful information or conversations, as well.

1.30. What is Maving?

Mav is an old TinyMUDder who sometimes accidentally left a colon on the front of a whisper, thus directing private messages to the whole room. The meaning of the verb has changed to include making any say/whisper/page/pose typing confusion.

1.31. What is net lag?

The Internet (the network which connects your computer to mine) is made up of thousands of interconnected networks. Between your computer and the computer which houses the MUD, there may be up to 30 gateways and links connecting them over serial lines, high-speed modems, leased lines, satellite uplinks, etc. If one of these gateways or lines crashes, is suddenly overloaded, or gets routing confused, you may notice a long time of *lag* time between your input and the MUD's reception of that input. Computers which are nearer to the computer running the MUD are less susceptible to netlag. Another source of lag is if the computer which hosts the MUD is overloaded. When netlag happens, it is best to just patiently wait for it to pass.

1.32. What's player killing?

The answer to this question varies widely. On most combat-oriented MUDs, such as LPMUD and Diku, *player killing* is taken quite seriously. On others, it's encouraged. On most TinyMUDs, as there is little to no combat system, player killing is sometimes employed as a means of showing irritation at another player, or merely to show emphasis of something said (usually, it means "and I really mean it!"). It's best to find out the rules of the MUD you're on, and play by them.

Obviously, this *really* means character killing, not player killing - there haven't been any cases of homicidal maniacs killing MUDDers for using up all the terminals, yet.

1.33. What is spam?

Spamming, derived from a famous Monty Python sketch, is the flooding of appropriate media with information (such as repeated very long *say* commands). Unintentional spamming, such as what happens when you walk away from your computer screen for a few minutes, then return to find several screenfuls of text waiting to scroll by, is just a source of irritation. Intentional spamming, such as when you repeat very long *say* commands many times, or quote /usr/dict/words at someone, is usually frowned on, and can get you in trouble with the MUD administration.

1.34. What is TinySex?

TinySex is the act of performing MUD actions to imitate having sex with another character, usually

consentually, sometimes with one hand on the keyboard, sometimes with two. Basically, it's speed-writing interactive erotica. Realize that the other party is not obligated to be anything like he/she says, and in fact may be playing a joke on you (see log, above).

1.35. What is a 'Wizard' or 'God'?

Gods are the administrators who own the database. In most MUDs, *Wizards* are barely distinguishable from Gods - they're just barely one step down from the God of the MUD. An LPMUD Wizard is a player who has won the game, and is now able to create new sections of the game. Wizards are very powerful, but they don't have the right to do whatever they want to you; they must still follow their own set of rules, or face the wrath of the Gods. Gods can do whatever they want to whomever they want whenever they want - it's their MUD. If you don't like how a God acts or lets his Wizards act toward the players, your best recourse is to simply stop playing that MUD, and play another.

There are frequently different "levels" of Wizards or administrative types; each MUD is different, so be sure to check to see how the local hierarchy operates.

A more appropriate name for wizards would probably be *Janitor*, since they tend to have to put up with responsibilities and difficulties (for free) that nobody else would be expected to handle. Remember, they're human beings on the other side of the wire. Respect them for their generosity.

This posting has been generated as a public service, but is still copyrighted 1996-1999 by Jennifer Smith. Modifications made after August, 1999 are copyrighted 1999 by Andrew Cowan. If you have any suggestions, questions, additions, comments or criticisms concerning this posting, contact Andrew Cowan (admin@mudconnect.com). Other Frequently Asked Questions (FAQ) postings contain information dealing with clients, servers, RWHO, and FTP sites. While these items aren't necessary, they are quite useful. I'd also like to thank cthonics (felixg@coop.com) for his help in writing these FAQs, ashne and Satoria for their help, and everyone else for helpful comments and suggestions. Thanks again to Alec Muffett (aem@aberystwyth.ac.uk) of alt.security.

The most recent versions of these FAQs are archived at
<http://www.mudconnect.com/mudfaq/> and on rtfm.mit.edu in the news.answers archives.

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FREQUENTLY ASKED QUESTIONS: MUD Clients and Servers

This is part 2 in a 4 part series of FAQs.

Disclaimer: This document may be seen to be biased towards TinyMUDs. This is because the original author of this document mainly plays those types of servers, not because she thinks they are inherently better or worse than other types of servers. However, this document is meant to be generalized and useful for all MUDdom, and so corrections and contributions are always welcome. The new maintainers will be gradually modifying the FAQ to be geared towards all of the various server types.

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Client Information

2.1. What is a client?

Clients are programs, usually written in C, that connect up to servers. Telnet is one such client program. Many clients written for MUDs have special added bonus features through which they filter the output; most, for instance, separate your input line from the output lines and wraps words after 80 columns. Some also have a macro-writing capability which allows the user to execute several commands with just a few keypresses. Some allow you to highlight output coming from certain players or suppress it altogether. Still other clients make the sometimes tedious task of building new areas a breeze.

2.2. Where do I get clients?

Listed below is a list of clients, and a site or two where they can be ftped from. If the site is down, your best bet is to ask around. In general, ftp.tcp.com is a good place to look. Directions for how to ftp and unarchive clients are at the end of this FAQ.

2.3. What operating systems do clients run on?

Most use some variant of Unix, either BSD or SysV. Some run under VMS with either MultiNet or Wollongong networking, and there's also one for IBM VM. There are, of course, many new clients for Macintoshes and for PCs running Winsock.

2.4. Is there anything wrong with running a client?

Not usually. Clients can be large when compiled, especially if they have lots of nifty features. They don't take up much CPU time at all. It is recommended that you ask your friendly systems administrator or other machine-responsible person if it's okay for you to install one on the system, if only for the reason that someone else might already have done so, and you might be able to save space by sharing with them. If there's a no games policy at your site, don't try to sneak by it with a client -- their activities are easily detectable. Be good.

2.5. What different clients are available?

Here's a reasonably accurate listing of available clients. Please note that I have not tested each of these, and they're not guaranteed to work for you. If your favorite client isn't listed here, please drop a short note describing the client's features and where it can be ftp'd from to admin@mudconnect.com.

You may also be interested in John Daub's page of Macintosh mud resources, at <http://www.hsoi.net/mud/>.

The following clients are detailed below. Directions for how to ftp and unarchive clients and servers can be found at the end of this FAQ.

Unix Clients

[TinyTalk](#), [TinyFugue](#), [TclTTI](#), [VT](#), [LPTalk](#), [SayWat](#), [PMF](#), [TinTin](#), [TinTint++](#), [TUsh](#), [LPmudr](#), [Muddle](#), [tkMOO-light](#), [SMM](#), [MudTelnet](#)

Emacs Clients

[MUD.el](#), [TinyTalk.el](#), [LPmud.el](#), [CLPmud.el](#), [MyMud.el](#)

VMS Clients

[tEVMS](#), [TINT](#), [TINTw](#), [DINK](#), [FootTalk](#)

PC Winsock Clients

[VWMud](#), [WinWorld](#), [MUTI](#), [MudWin](#), [MUDSock](#), [Pueblo](#), [zMUD](#), [AvPlay](#), [GMUD](#), [VTW](#), [MUSHClient](#), [Phoca](#), [SimpleMU](#), [WinTin](#), [NTTinTin](#), [Tinker View](#), [Rumbles](#), [Muddle](#), [tkMOO-light](#), [SMM](#), [Portal](#), [MUD Mage](#), [MudTelnet](#)

Macintosh Clients

[MUDdweller](#), [Muddling](#), [MacMOOSE](#), [tkMOO-light](#), [Rapscallion](#), [SMM](#), [Savitar](#)

Misc Clients

[REXXTALK](#), [RXLPTalk](#), [MUDCaller](#), [BSXMUD Clients](#)

Unix Clients

TinyTalk

Runs on BSD or SysV. Latest version is 1.1.7GEW. Designed primarily for TinyMUD-style muds. Features include line editing, command history, hilighting (whispers, pages, and users), gag,

auto-login, simple macros, logging, and cyberportals.

parcftp.xerox.com:/pub/MOO/clients
ftp.tcp.com:/pub/mud/Clients

TinyFugue

Runs on BSD, SysV, and OS/2. Latest version is 4.0alpha4. Commonly known as 'tf'. Designed primarily for TinyMUD-style muds, although will run on LPMUDs and Dikus. Features include regexp hilites and gags, auto-login, macros, line editing, screen mode, triggers, cyberportals, logging, file and command uploading, shells, and multiple connects.

ftp.tcp.com:/pub/mud/Clients

Windows source code (requires GNU-Win32): [ftp://ftp.tcp.com:/pub/mud/Clients/tf/](http://ftp.tcp.com:/pub/mud/Clients/tf/)

TclTT

Runs on BSD. Latest version is 0.9. Designed primarily for TinyMUD-style muds. Features include regexp hilites, regexp gags, logging, auto-login, partial file uploading, triggers, and programmability.

ftp.white.toronto.edu:/pub/muds/tcltt

VT

Runs on BSD or SysV. Latest version is 2.15. Useable for all types of muds. Features include a C-like extension language (VTC) and a simple windowing system. Also see [VIW](#) below.

ftp.tcp.com:/pub/mud/Clients

LPTalk

Runs on BSD or SysV. Latest version is 1.2.1. Designed primarily for LPMUDs. Features include hiliting, gags, auto-login, simple macros, logging. Please send mail to admin@mudconnect.com if you know where this client can be found.

SayWat

Runs on BSD. Latest version is 0.30beta. Designed primarily for TinyMUD-style muds. Features include regexp hilites, regexp gags, macros, triggers, logging, cyberportals, rudimentary xterm support, command line history, multiple connects, and file uploading. Please send mail to admin@mudconnect.com if you know where this client can be found.

PMF

Runs on BSD. Latest version is 1.13.1. Usable for both LPMUDs and TinyMUD-style muds. Features include line editing, auto-login, macros, triggers, gags, logging, file uploads, an X-window interface, and ability to do Sparc sounds.

ftp.lysator.liu.se:/pub/lpmud/clients

TinTin

Runs on BSD. Latest version is 2.0. Designed primarily for Dikus. Features include macros, triggers, tick-counter features, and multiple connects. Please send mail to admin@mudconnect.com if you know where this client can be found.

TinTin++

Runs on BSD or SysV. Latest version is 1.5pl6. Derived and improved from TinTin. Additional features include variables, faster triggers, and a split screen mode.

<ftp://princeton.edu:/pub/tintin++/dist>

TUsh

Runs on BSD or SysV. Latest version is 1.74. Features include hiliting, triggers, aliasing, history buffer, and screen mode. Please send mail to admin@mudconnect.com if you know where this client can be found.

LPMudr

Runs on BSD or SysV. Latest version is 2.7. Designed primarily for LPMUDs. Features include line editing, command history, auto-login and logging. Please send mail to admin@mudconnect.com if you know where this client can be found.

Muddle

Runs on BSD, SysV, NeXT Mach, Irix, Win95, and WinNT. Latest version is 2.0. Written for use with the Mordor server. Features include multiple logins, triggers, and some programming capabilities.

<parker.bio.uci.edu:/pub/mordor>
<http://moria.bio.uci.edu>

SMM

Runs on Unix, Windows 95 and Macintosh using Tcl/tk. Very similar to TinTin, but with added mapping functionality.

<http://www.Physik.Uni-Dortmund.DE/~issevers/SMM/welcome.html>

Emacs Clients**MUD.el**

Runs on GNU Emacs. Usable for TinyMUD-style muds, LPMUDs, and MOOs. Features include auto-login, macros, logging, cyberportals, screen mode, and it is programmable.

<parcftp.xerox.com:/pub/MOO/clients>

TinyTalk.el

Runs on GNU Emacs. Latest version is 0.5. Designed primarily for TinyMUD-style muds. Features include auto-login, macros, logging, screen mode, and it is programmable.

[ftp.tcp.com\(128.95.10.106\):/pub/mud/Clients](ftp.tcp.com(128.95.10.106):/pub/mud/Clients)

LPMud.el

Runs on GNU Emacs. Designed primarily for LPMUDs. Features include macros, triggers, file uploading, logging, screen mode, and it is programmable.

<ftp.lysator.liu.se:/pub/lpmud/clients>

CLPmud.el

Runs on GNU Emacs. Designed primarily for LPMUDs. Similar to LPmud.el, but with the added capability for remote file retrieval, editing in emacs, and saving, for LPMud wizards.

<ftp://docs.uu.se:/pub/lpmud>

MyMud.el

Runs on GNU Emacs. Latest version is 1.31. Designed primarily for LPMUDs and Dikus. Features include screen mode, auto-login, macros, triggers, autonavigator, and it is programmable.

<ftp://tcp.com:/pub/mud/Clients>

VMS Clients

tfVMS

VMS version of TinyFugue (see above). Uses Wollongong networking. Latest version is 1.0b3. Contact mes@arizona.edu for more information. Please mail admin@mudconnect.co if you know where this client can be found.

TINT

Runs on VMS with MultiNet networking. Latest version is 2.2. Designed primarily for TinyMUD-style muds. Features include hailing (whispers, pages, users), gags, file uploading, simple macros, screen mode. See also TINTw. Please mail admin@mudconnect.co if you know where this client can be found.

TINTw

Runs on VMS with Wollongong networking. See TINT.

<ftp://tcp.com:/pub/mud/Clients>

DINK

Runs on VMS with either Wollongong or MultiNet networking. Similar to TINT. No longer supported by the author.

<ftp://tcp.com:/pub/mud/Clients>

FooTalk

Runs on VMS with MultiNet networking and BSD Unix. Primarily designed for TinyMUD-style muds. Features include screen mode, and it is programmable. See RispTalk below. Please mail admin@mudconnect.co if you know where this client can be found.

PC Winsock Clients

VWMud

Runs on Windows 3.x using Winsock as well as 95/98/NT. Latest version is 2.0C. Features include ANSI color, macros, triggers, and more. Contact point at vaughan@hex.net .

<http://vaughan.url4life.com/>

<http://www.next.net/~vaughan/>

WinWorld

Runs on MS Windows using Winsock. Latest version is 0.4d. Features include auto-login, multiple connects, command history, logging, and more.

<ftp://ftp.mgl.ca/pub/winworld>
papa.indstate.edu/winsock-l/mud

MUTT

Runs on MS Windows using Winsock. Latest version is 01i. Name stands for Multi-User Trivial Terminal. Features include scripting, multiple connects, triggers, macros, logging, etc.

<ftp://ftp.graphcomp.com/msw/mutt>
papa.indstate.edu/winsock-l/mud

MudWin

Runs on MS Windows using Winsock. Latest version is 1.06. Features include command history, simple macros, and logging.

<ftp://ftp.microserve.com/pub/msdos/winsock>
papa.indstate.edu/winsock-l/mud

MUDSock

Runs on MS Windows using Winsock. Works mainly with TinyMUCK, but should work with other MUDs. Still in beta.

wings.network.com/pub/mosaic/
<http://www.umn.edu/nlhome/m279/fayxx001>

Pueblo

Runs on MS Windows95 and Windows/NT using Winsock. Latest version is 1.0. Features full support for interactive hypertext (IHTML), ANSI, 3D graphics (VRML), 2D graphics (GIF and JPEG), audio (MIDI and WAV). Brings up a complete hierarchy of active MUDs. Features include logging, command history, line editing, auto-login, and simple macros.

<http://www.chaco.com/pueblo/>

zMUD

Runs on MS Windows95 using Winsock. Latest version is 6.15. Based on ideas from TinTin++. Features include macros, triggers, multiple-connects, logging, command history, and more.

<http://www.zuggsoft.com/>

AvPlay

Runs on MS Windows using Winsock. Latest version is 4.21. Designed for the MUD Avalon, but should be able to run on most muds. Features macros, triggers, logging, command history, colors, etc.

ftp://ftp.avalon.co.uk/AvPlay_Windows/

GMUD

aka Generic MUD client. Runs on MS Windows 3.1 with Win32s, or on Windows NT or

Windows 95, with Winsock. Latest version is 1.9b. Features triggers, macros, logging, multiple connects, and more.

papa.indstate.edu/~winsock-l/mud

VTW

Based on VT 2.1S for Unix. Runs on MS Windows with Win32s, Windows NT or Windows 95 with Winsock. Latest version is 1.1 beta.

<http://ezlink.com/~tekhedd>

MUSHClient

Runs on Win95 or WinNT, or Win3.x with Win32s, with Winsock. Latest version is 2.11, for Win95/WinNT, and 1.04 for Win3.1. Designed for TinyMUSHes, but will work on all types of muds. Features include an MDI interface, multiple connects, auto-login, triggers, macros, hilites, command history and editing, logging, and much more.

<ftp.darklock.com:/pub/mushclient>

<pennmush.tinytush.org:/pub/DuneMUSH/Win32Binaries>

<http://www.gammon.com.au/mushclient/mushclient.html>

Phoca

Runs on Windows 3.1 and above with Winsock. Latest version is 1.0. Fairly feature-free, unless you buy the commercial version.

<ftp.phocat.com:/pub/phoca>

<ftp.cts.com:/pub/farallon>

<http://www.phocat.com/phoca/phoca.html>

SimpleMU

Runs on Windows 3.1 and above with Winsock. Latest version is 1.53b. Designed for TinyMUSHes. Features include ANSI color, multiple connects, auto-login, triggers, macros, hilites, command history and editing, logging, quoting off-line @mail and more.

<http://simplemu.onlineroleplay.com>

WinTin

Port of TinTin-III to MS Windows 3.1x. Works only with some Winsock TCP/IP stacks (specifically, it DOES work with Microsoft's tcp-ip32, but does not work with Trumpet).

<http://www.nwlink.com/~johnmil/projects.html#tintin>

NTTinTin

Port of TinTin-III to Windows NT with Winsock.

<http://www.nwlink.com/~johnmil/projects.html#tintin>

Tinker View

Runs on Windows 95 or Windows NT with Winsock. Latest version is 1.10.042B. Features include multiple connects, ANSI color, auto-login, triggers, logging, and more.

<http://www.tinkeri.com/tvw/index.html>

Rumbles

Runs on Win95 or Win3.x, with Winsock. Latest version is 2.0. Designed for TinyMUSHes, but will work on all types of muds. Features include multiple connects, hilites, auto-login, command history, logging, and more.

<http://www.brunswickmicro.nb.ca/~elgio/rumbles.html>

tkMOO-light

Uses Sun's Tcl/Tk system so it can run on all UNIX platforms as well as Windows 95, NT and Macintosh. Designed primarily for MOO-style muds. Features include local editing, command history, auto-login, powerful macros, triggers and gags, logging and it can be extended by scripts written in the Tcl programming language. Latest version is 0.3.06.

<http://www.awns.com/tkMOO-light/>

MudTelnet

Great support for server side VT102 type displays. Triggers (configurable to run N times only, to run only if another trigger previously triggered, and more). Scripts (allows you to write programs in perl, c, c++, shell and more. It is intended for UNIX but will run on Windows using Cygwin (although I understand there are some issues with VT102 display)).

<http://www.itechsc.com/software/free/mudtelnet/>

Portal

A windows-based client offering command aliasing, command macros, event triggers, graphical status bars, hyperlink support, user-customizable toolbars and more.

<http://www.gameaxle.com/>

MUD Mage

includes the following features: fast ANSI support, fully configurable, ANSI palette modification, uses 32-bit processing, internal MUD note editor, internal keyword database, global toggles, numeric keypad movement/commands, configuration import/export, multimedia interaction, easy uninterrupted scrollback, hotkeys (instant, insertion, etc), triggers (action, color, timer, etc), aliases/variables, automap (save text and graphics), commandline control, command tracking, logging, optional letter wrapping, no nasty shareware tricks, registered user support, and free updates to registered users.

<http://www.angelfire.com/sd/mudmage/index.html>

Macintosh Clients

MUDDweller

Runs on any Macintosh. Latest version is 1.2. Connects to a MUD through either the communications toolbox or by MacTCP. Usable for both LPMUDs and TinyMUD-style muds. Current features include multiple connections, a command history and a built-in MTP client for LPMUDs.

[rudolf.ethz.ch:/pub/mud](http://rudolf.ethz.ch/pub/mud)
[mac.archive.umich.edu:/mac/util/comm](http://mac.archive.umich.edu/mac/util/comm)
ftp.tcp.com:/pub/mud/Clients

Mudling

Runs on any Macintosh. Latest version is 0.9b26. Features include multiple connections, triggers, macros, command line history, separate input and output windows, and a rudimentary mapping system.

imv.aau.dk:/pub/Mudling

MacMOOSE

Runs on Macintoshes using MacTCP. Latest version is 2.0a3. Designed to make it easier to program MOOs and MOOSEs.

ftp.media.mit.edu:pub/asb/MacMOOSE/
<http://asb.www.media.mit.edu/people/asb/MacMOOSE/>

Rapscallion

Runs on Macintoshes and MacOS compatibles, using System 7.1 or above and with Open Transport or MacTCP. Latest version is 2.0b7. Features include logging, command line history, triggers, macros, mapping, and more.

<http://homepages.tcp.co.uk/~ajlewis/Rapscallion/index.html>

Savitar

Runs on Macintoshes with System 7.1 or above and with MacTCP or Open Transport. Latest version is 1.0b5. Features include autologin, triggers, macros, logging, and HTML support.

<http://www.heynow.com/Savitar/>

Misc Clients

REXXTALK

Runs on IBM VM. Latest version is 2.1. Designed primarily for TinyMUD-style muds. Features include screen mode, logging, macros, triggers, hilites, gags, and auto-login. Allows some IBM VM programs to be run while connected to a foreign host, such as TELL and MAIL. Please mail admin@mudconnect.com if you know where this client can be found.

RXLPTalk

Runs on IBM VM, and anything that uses REXX. Partially derivative of REXXTALK. Latest version is 6.0. Designed for use with LPMuds. Features include hilites, gags, logging, macros, and multiple connects.

eenuix.ee.usm.maine.edu:/pub/virtreality/mainframe

MUDCaller

Runs under MSDOS. Latest version is 2..50. Requires an Ethernet card, and uses the Crynwr Packet drivers. Does NOT work with a modem. (If you telnet in MSDOS, you can probably use this.) Features include multiple connections, triggers, command-line history, scrollback, logging,

macros, and separate input and output windows.

<ftp.tcp.com:/pub/mud/Clients>
<oak.oakland.edu:/pub/msdos/pktdrvr>

BSXMUD Clients

These clients run on various platforms, and allow the user to be able to see the graphics produced by BSXMUDs. BSXMUDs are generally LPMUDs (but not necessarily) who have been hacked to enable the sending of polygon graphics coordinates to BSXclients, thus letting you play a graphic MUD instead of just a text-based one.

For Amiga: modem or TCP/IP - AmigaBSXClient2_2.lha

For PC: requires a modem - msclient.lzh AND x00v124.zip

For X11: sources, version 3.2 - bsxclient3_8c.tar.Z

For Sun4: binary - client.sparc.tar.Z

Also available are programs to custom-draw your own graphics for a BSXMUD: -
muddraw.tar.gz, bsxdraw.zoo

<ftp.lysator.liu.se:pub/lpmud-bsx>

Glossary of Client Terms

Auto-login

Automatically logs into the game for you.

Hiliting

Allows boldface or other emphasis to be applied to some text. Often allowed on particular types of output (e.g. whispers), or particular players. "Regexp" means that UNIX-style regular expressions can be used to select text to hilite.

Gag

Allows some text to be suppressed. The choice of what to suppress is often similar to hiliting (players or regular expressions).

Macros

Allows new commands to be defined. How complex a macro can be varies greatly between clients; check the documentation for details.

Logging

Allows output from the MUD to be recorded in a file.

Cyberportals

Supports special MUD features which can automatically reconnect you to another MUD server.

Screen Mode

Supports some sort of screen mode (beyond just scrolling your output off the top of the screen) on some terminals. The exact support varies.

Triggers

Supports events which happen when certain actions on the MUD occur (e.g. waving when a player enters the room). (This can nearly always be trivially done on programmable clients, even if it isn't built in.)

Programmable

Supports some sort of client-local programming. Read the documentation.

Some of these clients are more featured than others, and some require a fair degree of computer literacy. TinyTalk and TinyFugue are among the easiest to learn for unix systems; Tcltt and VT are more professional. Caveat Emptor. Since many MUDders write their own clients, this list can never be complete. As above, ask around.

Server Information

2.6. What is a server?

A *server* is a program which accepts connections, receives data, mulls it over, and sends out some output. In the MUD world, the server keeps track of the database, the current players, the rules, and sometimes the time (or the *heartbeat*). Servers are usually very large C programs which maintain a small-to-enormous database of the objects, rooms, players and miscellany of the MUD.

server
maintains
dbse,
tracks:
players
rules
time

2.7. Where do I get servers?

Below (see question 2.10) there is a list of different types of servers, complete with ftp sites on which they can be found. Be aware that this list is far from complete, as new servers pop up constantly, and the existing ones are still being developed.

2.8. What operating systems do servers run on?

Most servers require some form of UNIX, be it BSD or SysV. A few servers are being ported to VMS nowadays, and there are a few which have versions for MS-DOS and Amigas.

2.9. Is there anything wrong with running a server?

Because of their size and their constant computational activities, servers can be extremely CPU-intensive and can even be crippling to any other work done on that computer. Even if they're not CPU-intensive, most MUDs can take up a fair amount of disk space - anywhere from 10 to 90 megs, which could impact the other users on the machine. Do not ever run a MUD server on a machine illicitly or without express permission from the person responsible for the machine. Many universities and companies have strict policies about that sort of behavior which you don't want to cross.

Of course, people who don't know any better start up illicit MUDs all the time. Apart from the possibility of losing all your work and energy to one press of a sysadmin's finger, there's no harm done to the player. But we must stress: running a MUD where you shouldn't can get you into a whole new world of hurt. Don't take the chance, it's not worth it.

2.10. What different servers are available?

There are probably as many MUD server types as there are MUDs. Since everyone has their own opinions as to what MUDs should be like, and since the server source can be edited, most MUDs have site-specific fixtures in them. However, there are a few main protoMUDs (also called 'vanilla versions' because they haven't been 'flavored' yet). Note that this list is not complete, and that it may contain errors in fact or judgement, but is deemed pretty much right as of this writing. Corrections/additions to admin@mudconnect.com are welcomed.

There are essentially three groups of muds: